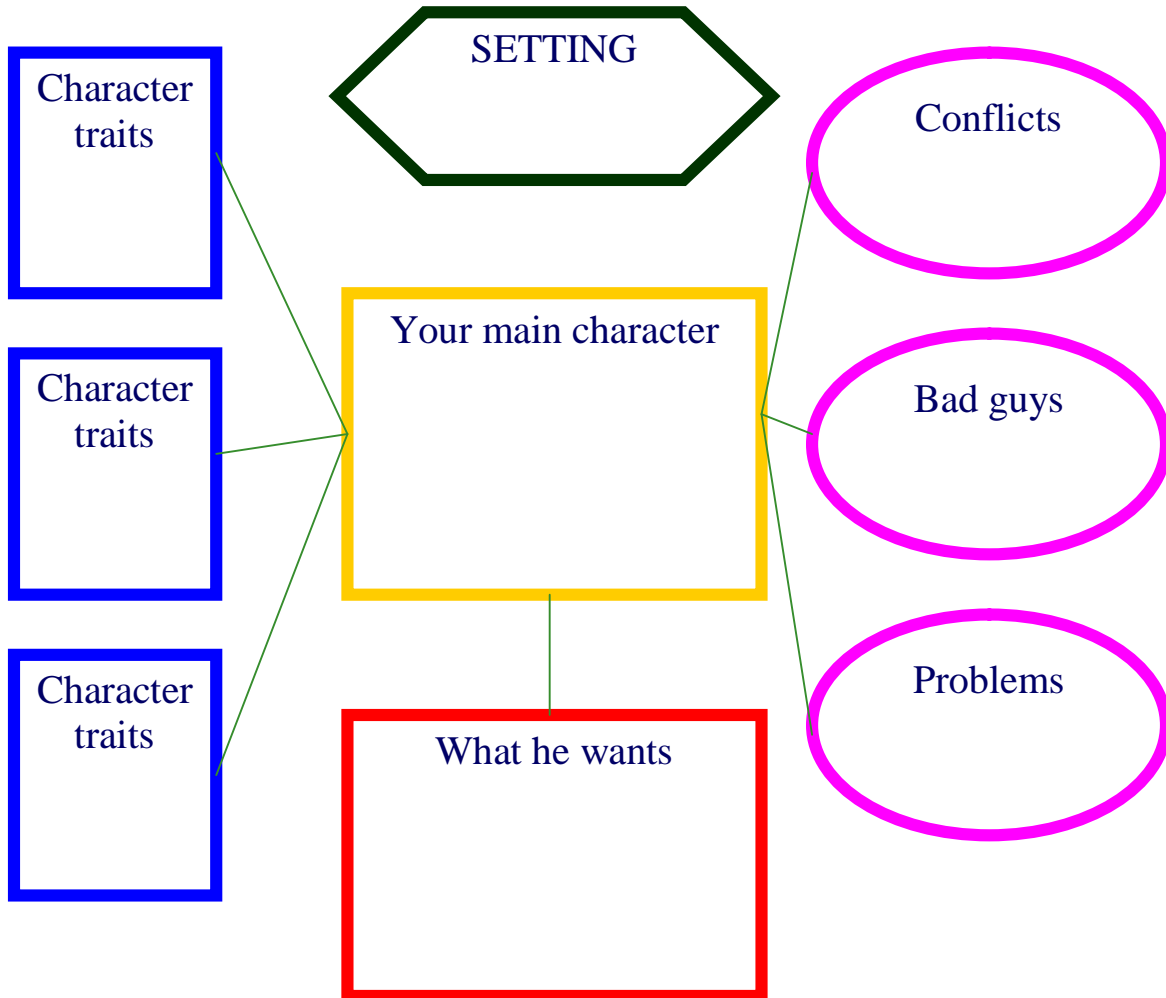


Graphic Organizer for Characterization



Pacing formula for Picture Books

By Sudipta Bardhan-Quallen

This formula should be simplified for younger students, but as shown describes all the elements that should be present in a 32-page picture book story.

1-2-3 Front matter

The “Book Beginning”
10% of your word count

4-5 Back story: characters and setting

6-7 Story Beginning: Problem is introduced

8-9 Quest begins: first attempt to solve the problem

10-11 First attempt ends in failure

12-13 Second attempt to solve the problem

14-15 Second attempt also ends in failure

16-17 Rethinking of the problem to come up with a really good third attempt

18-19 Third attempt to solve the problem; hope is soaring

20-21 Third attempt crashes and burns

22-23 Gear shift to begin the sequence of events that will actually be the solution

24-25 Introspection; final attempt to solve the problem is brainstormed

26-27 Preparing to begin final attempt

28-29 Final attempt to solve the problem

30-31 Story Ending: final attempt is successful, story is resolved

32 Twist

The “Book Ending”
10% of your word count

Something about the first attempt/failure leads to the second attempt

Something about the second attempt/failure leads to the third attempt

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Organizer for Pacing a Simple Picture Book

Who is your character? Where does the story take place?	
What does your character want?	
How does he try to get what he wants?	
What goes wrong the first time he tries?	
How does he try again?	
What goes wrong this time?	
What does he do to come up with a new way to solve his problem?	
How does he try again?	
What goes really wrong?	
How does your character think really hard about the problem?	
How does he prepare carefully to try one last time?	
What does he finally do to get what he wants?	
How does he live happily ever after?	